Strange Tools Research Lab
Speculative Design, BioDesign, Narrative Inquiry, Arts-Based Research

https://strangetoolslab.org
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“My name is someone and no one. I have borne witness to the world: I have confessed the strangeness of the world.” – Jorge Luis Borges

- Alva Noë’s studies of perception & ‘perpetual consciousness’ are the roots of why strange tools is evoked as a metaphor
  - Enactive / actionist position (perception is not in brain, but action – something we do...)
  - Seeing is active – Seeing transforms – Seeing strange – Seeing ‘organizes’ us –
- The Way of Art+Philosophy ties to The ‘Question of Technology’ – Technology is not about ‘gadgets’ but a way of organizing life – and how this ‘synchronization of life’ can be interventions (pedagogical); activated to improve lives and change the conditions of seeing itself.
  - Art is an engagement with technological questions (as a strange tool) – a ‘turning to the way’
  - But – the ‘job’ of art is philosophical (not material alone) (Art as Experience – Dewey)
  - Philosophy is an ‘aristic practice’ –
    - a material practice that rethinks what materials are and why they are used in certain ways...
What Are Strange Tools?  Critical Art?

• "I have been arguing ...that art is disruptive and destabilizing, and also that it is a mode of investigation, a form of research aiming at transformation and reorganization. Art investigates or exposes by destabilizing." – Alva Noe

"Critical Art is an art that aims to produce a new perception of the world, and therefore create a commitment to its transformation. This schema, very simple in appearance, is actually the conjunction of three processes. First, the production of a sensory form of "strangeness"; second, the development of an awareness of the reason for that strangeness; and third, a mobilization of individuals as a result of that awareness." – Jacques Rancière

‘cave art’ was ‘in motion’ -Marc Azema - ...strange...
Strange Tool making is a practice that is concerned with future design proposals of a critical nature. The aim is not to present commercially-driven products but to design proposals that identify and debate crucial issues that might happen in the future.

As such Art Inquiry, BioDesign, Speculative Design, Immersive Storytelling, etc., are all methods that are concerned with future consequences and implications of the relationship between science, technology, art, and human experience.

https://www.stickyinnovation.com

BioDesign challenge at The Parsons School of Design & MOMA https://www.biodesignchallenge.org/

• Takes Seriously ‘Art’ being a primary research methodology

• Five Areas of cultivation for the STRL:
  • Arts-Based Research (Art as Knowledge Production)
  • Sticky Innovation (Bio-Design)
  • Neuroaesthetics (Tools for Perceptual ‘Data’)
  • Sensorium (Sensory Replacement, Augmentation, Addition)
  • Speculative Design (Narrative Inquiry)

• The Bio Art Lab (SVA) Susanne Anker

• RAAAF (Rietveld Architecture–Art–Affordances) Eric Rietveld
CONCLUSION: IF ART IS A RESEARCH TOOL

Then... a dare... or...
• 2011–2017
• Philosophy ‘without writing’
  • Can one make a work of art that is not art? (Duchamp)
  • Can one make a work of philosophy that is not Philosophy?
ON BUILDING
BAROQUE MACHINES

STRANGE TOOLS FOR KNOWLEDGE PRODUCTION

THE BAROQUE METHOD
‘GESAMTKUNSTWERK | TOTAL WORKS OF ART’ (ABR)
ART AS ‘KNOWLEDGE’ PRODUCTION
KUNSTKAMMER
ART AS DECONSTRUCTION (DERRIDA)